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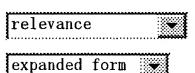
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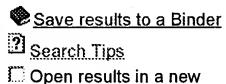
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¹ Efficient Delaunay triangulation using rational arithmetic Michael Karasick, Derek Lieber, Lee R. Nackman January 1991 **ACM Transactions on Graphics (TOG)**, Volume 10 Issue 1

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Many fundamental tests performed by geometric algorithms can be formulated in terms of finding the sign of a determinant. When these tests are implemented using fixed precision arithmetic such as floating point, they can produce incorrect answers; when they are implemented using arbitrary-precision arithmetic, they are expensive to compute. We present adaptive-precision algorithms for finding the signs of determinants of matrices with integer and rational elements. These algorithms were dev ...

² <u>Bioinformatics: A Markov Random Field model of microarray gridding</u>
Mathias Katzer, Franz Kummert, Gerhard Sagerer
March 2003 **Proceedings of the 2003 ACM symposium on Applied computing**

Full text available: pdf(769.06 KB) Additional Information: full citation, abstract, references

DNA microarray hybridisation is a popular high through-put technique in academic as well as industrial functional genomics research. In this paper we present a new approach to automatic grid segmentation of the raw fluorescence microarray images by Markov Random Field (MRF) techniques. The main objectives are applicability to various types of array designs and robustness to the typical problems encountered in microarray images, which are contaminations and weak signal.We briefly introduce microa ...

³ Collective steropsis on the hypercube



R. Battiti

January 1989 Proceedings of the third conference on Hypercube concurrent computers and applications - Volume 2

Full text available: pdf(522.17 KB) Additional Information: full citation, abstract, references, citings, index terms

A cooperative algorithm for extracting disparity information from stereo image pairs has been implemented on the NCUBE hypercube computer. Software is written in C-langauge, using communication routines of the "Crystalline Operating System" CrOSIII designed at Caltech within the Caltech Concurrent Computation Program. Some tests have been done using Julesz's random-dot stereograms. Although the software is reasonably versat ...

⁴ Associative/parallel processors for searching very large textual data bases R. M. Bird, J. C. Tu, R. M. Worthy



January 1977 Proceedings of the 3rd workshop on Computer architecture: Non-numeric processing, Volume 9, 12, 6 Issue 2, 1, 2

Full text available: pdf(532.16 KB) Additional Information: full citation, abstract, citings, index terms

This paper describes an approach to solving a major problem in the information processing sciences— that of searching very large (5-50 billion characters) data bases of unstructured free-text for random queries within a reasonable time and at an affordable price. The need by information specialists and knowledge workers for large, fast low-cost text and document retrieval systems is growing rapidly. Conventional approaches to the problem have usually depended upon expensive ...

⁵ Optimizing for reduced code space using genetic algorithms

Keith D. Cooper, Philip J. Schielke, Devika Subramanian

May 1999 ACM SIGPLAN Notices, Proceedings of the ACM SIGPLAN 1999 workshop on Languages, compilers, and tools for embedded systems, Volume 34 Issue 7

Full text available: pdf(977.31 KB) Additional Information: full citation, abstract, references, citings, index terms

Code space is a critical issue facing designers of software for embedded systems. Many traditional compiler optimizations are designed to reduce the execution time of compiled code, but not necessarily the size of the compiled code. Further, different results can be achieved by running some optimizations more than once and changing the order in which optimizations are applied. Register allocation only complicates matters, as the interactions between different optimizations can cause more spill c ...

⁶ High performance TCP in ANSNET

Curtis Villamizar, Cheng Song

October 1994 ACM SIGCOMM Computer Communication Review, Volume 24 Issue 5

Full text available: pdf(1.41 MB) Additional Information: full citation, abstract, citings, index terms

This report concentrates on specific requirements and goals of the research networks supported by ANSNET, but applies to any TCP dominated high speed WAN and in particular those striving to support high speed end-to-end flows. Measurements have been made under conditions intended to better understand performance barriers imposed by network equipment queueing capacities and queue drop strategies. The IBM RS/6000 based routers currently supporting ANSNET performed very well in these tests. Measurem ...

⁷ Integrating solid image capability into a general purpose calligraphic graphics package G. Laib, R. Puk, G. Stowell



July 1980 ACM SIGGRAPH Computer Graphics, Proceedings of the 7th annual conference on Computer graphics and interactive techniques, Volume 14 Issue 3

Full text available: pdf(904.40 KB) Additional Information: full citation, abstract, references, citings, index terms

Raster scanned graphics terminals provide several features not found in standard line drawing displays. Among them are area fill and an extensive color palette. Hardware support for such functions is becoming cost effective and available in a variety of forms. What is now needed is high level, device independent software that assists in the generation of and interaction with these terminals. To accomplish this, a project has been undertaken jointly by Sandia Laboratories, Purdue University, ...

⁸ Fast hardware random number generator for the Tausworthe sequence Meir Barel



March 1983 Proceedings of the 16th annual symposium on Simulation

Full text available: pdf(482.42 KB) Additional Information: full citation, abstract, references, citings, index terms

Many simulation programs require m-dimensional uniformly distributed random numbers. A linear recurrence modulo two generator, based on N-bits and producing L-bit numbers ($L \leq N$), according to Tausworthe theory, may yield a sequence of m-tuples uniformly distributed

in m &equil; (N/L) dimensions. When using software computing algorithms on a binary computer, for large N (e.g. N &equil; 159), the generation speed is for many purposes too slow. To overcome this disadvantage we present a ne \dots

Results 1 - 8 of 8

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